JUNE 1993
ISSUE #4

INSIDE IMAGE

IMAGE™

Erik Larsen And The Savage Dragon Are Back, And They're Pissed!

YOUNGBLOOD™

BLOODSHOT™

THIS BLOOD'S FOR YOU!

JULY '93.

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Editor: Tony Lobito

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Designed and produced by Kathy Murray.

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Cover Illustration:
Erik Larsen.

DOT YOUR I AND CROSS YOUR T'S...

If you're one of those people who skims through a book first before actually reading it, then you probably already know that this summer is shaping up to be one of the hottest summers ever in terms of new comics. Not only do we have a mind-staggering 18 of your favorite Image titles on sale this month, but we've got three number ones lined up for you.

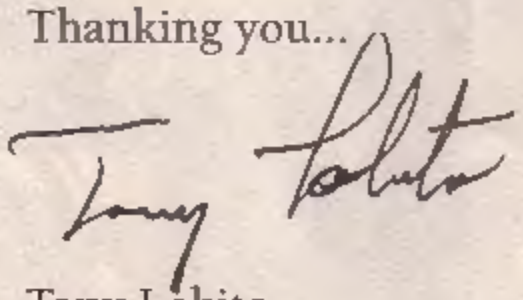
First off is a book I humbly predict will be one of our hottest books - SAVAGE DRAGON #1. After a five month breather, chief "fin-addict" Erik Larsen puts Chicago's toughest cop back on the beat in the first issue of this new regular series as well as introducing us to a new team of heroes called FREAK FORCE. I've already seen the first batch of pages and I can guarantee you won't want to miss this book!

Next on the list, Homage Studios is putting out a new book co-created by Mike Heisler and Jim Lee called UNION. Heisler will be writing the mini-series on the newest superstar in the Image Universe. So, keep your eyes open for this "sure-to-be-a-hit" book — UNION!

To top it all off, this month also marks the debut of Rob Liefeld's latest entry into the Image Universe - DOOM'S IV. Written by Rob and penciled by Image newcomer Mark Pacella, DOOM'S IV certainly looks set to be our other big smash for the month of June. And in case you didn't already know, Steven Spielberg's film production company, *Amblin International*, has reached an agreement with Rob to turn DOOM'S IV into a major motion picture, so this is definitely going to be a series you'll want to keep an eye on!

And speaking of keeping an eye on things, I hope you've noticed that we're making a very concerted effort to get our scheduling problems under control. In March, we got the first issue of THE MAXX out on time and in the months to come you can bet your bottom dollar we will stick to a more regular schedule. In the meantime, though, thanks for hanging in there - your patience and support means a lot to everyone of us here at Image.

Thanking you...

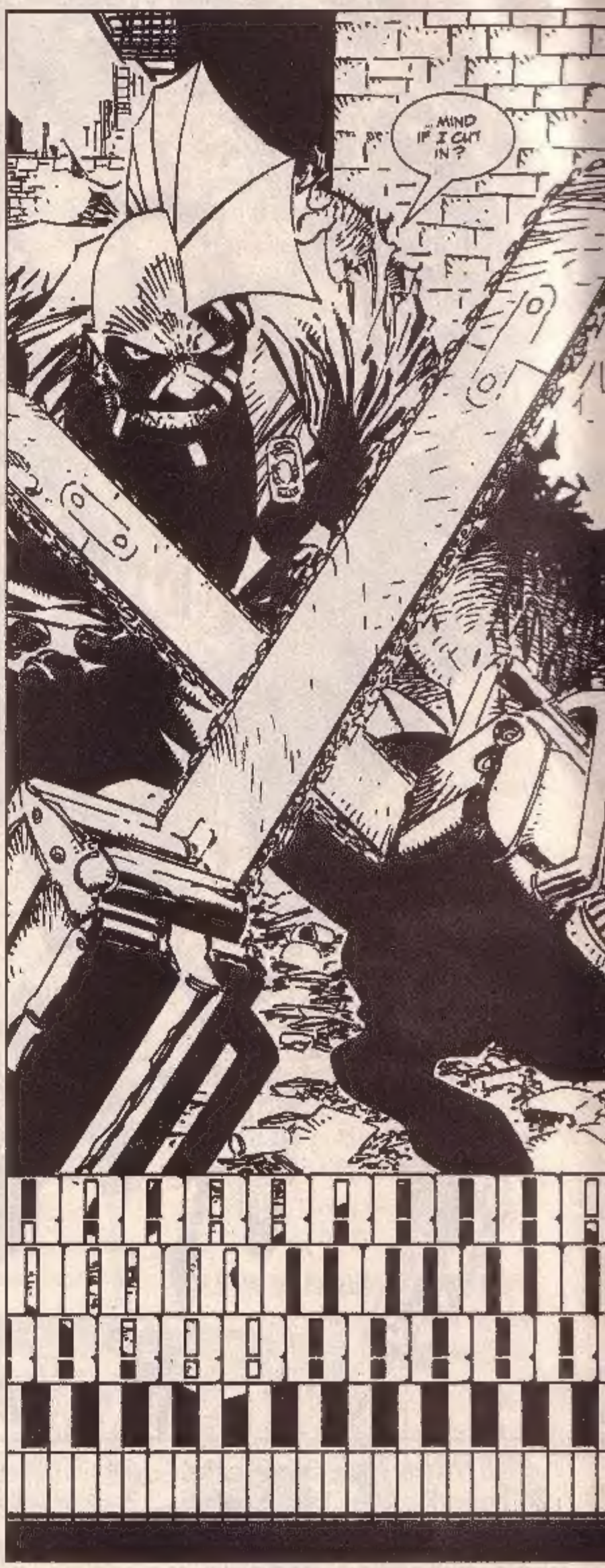


Tony Lobito
Publisher

SAVAGE DRAGON

INTERVIEW WITH ERIK LARSEN

By Josh Eichorn



FIRSTLY, WHAT CAN WE EXPECT FROM ERIK LARSEN?

A lot more product for one. I've gotten a lot of letters with requests for different mini-series and more of certain villains and I've given a lot of thought to what would please both myself and the fans. — Okay, okay, I'm just going to continue to do whatever the hell I want and hope the fans happen to dig it (laughter).

I'll be compiling the Savage Dragon mini-series in a trade paperback, but instead of just reprinting what could be bought in back issues, the story will be shuffled and put in chronological order and will include stories from Operation: Urban Storm and the earthshaking Image #0 along with 17 pages of new artwork.

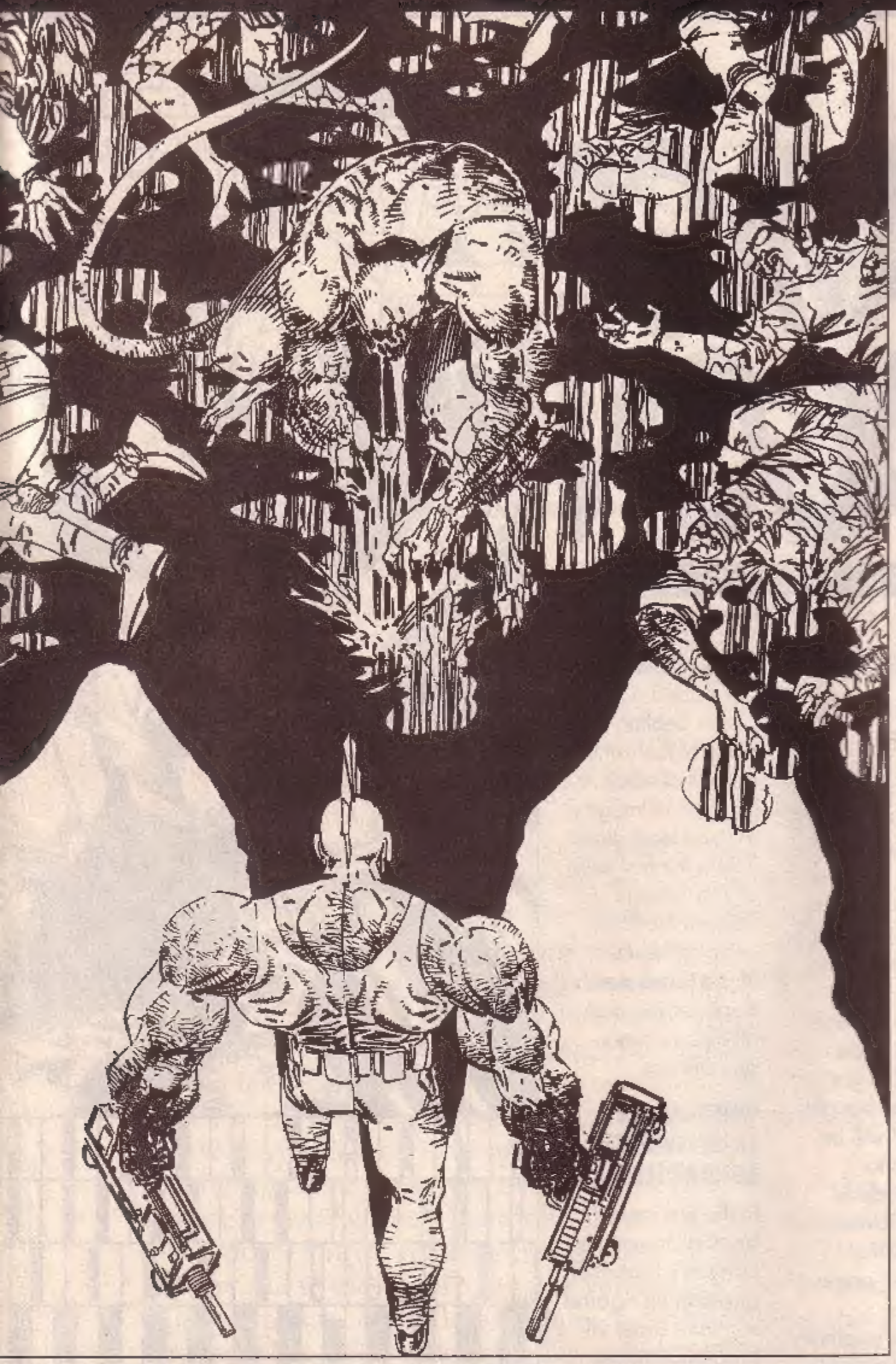
The pages that were originally in the first issue are being re-colored by the folks at Olyoptics to make the whole package more visually consistent. I'm hoping that this can stand as a definitive introductory volume to the Savage Dragon character and an appealing enough package that it could stay in print forever. The new material fills in some gaps, expands some scenes and fleshes out the overall story. At the end of the whole thing, I've added a few pages dealing with some of the ramifications of what went on in Image #0 and lead directly into the first issue of The Savage Dragon monthly, ongoing series. Plus a large sketchbook section and all of the covers and pin-ups.

WHAT CAN WE EXPECT FROM THE REGULAR SERIES?

In the first issue I'll be dealing with the Dragon's frustration of going up against so many super villains and not seeming to get anywhere. I'll be introducing a new villain called the Shrew as well as two heroes, Barbaric and Ricochet, who will eventually be part of a team that will be assembled to help the Dragon fight the growing number of super-villains in the city of Chicago.

TELL ME ABOUT THIS TEAM.

The team is called Freak Force and they'll be part of the police department. The roster will include the Dragon, Barbaric, Dart and Rapture but will eventually consist of the newly resur-



rected Mighty Man, SuperPatriot, Barbaric, Ricochet, Dart, Rapture, and Horridus. I'll be introducing these characters in the regular series and some of them will be appearing in back-ups in the series.

Freak Force will eventually have its own title, at this time scheduled for release in December. Keith Giffen will be plotting it, I'll be scripting and Vic Bridges will do the penciling.

IS THERE ANYTHING ELSE IN THE WORKS?

Yep, Vanguard is a character Gary Carlson and I came up with years ago in a comic called Megaton and he'll be getting his own book. Gary will be writing it. Gary is a really good writer, a good creative person, but he didn't pursue his writing career with another company when Megaton went under. He had gotten out of comics; since we're in the position of publishing comic books and he was starting to get back into doing comics with another publisher, I told him I'd like to do Vanguard again and have it come out as an Image book. I'm acting as editor and newcomer Tomm Coker will be penciling. We're hoping to get it out around September.

Also, due to overwhelming requests, there will be a SuperPatriot mini-series. I'll be working on it with Keith Giffen, plotter and Dave Johnson, penciler/inker.

KEITH SEEMS TO BE DOING A LOT FOR YOU.

Yeah, Keith and I have wanted to work together for a long time. There was a point when I was going to do a Lobo mini-series with him over at DC but I ended up going on to help form Image so I dropped the project. He's one of the most prolific and talented writer/plotter/penciler/inkers in the business and he's a breeze to work with. I just call him up and we talk through what I'd like to accomplish in a given project where the characters are, where I'd like to go etc. and he bangs out a plot in a couple of days in

the little layout form that he uses. So far, the plots he's given me have been great, I don't think anyone will be disappointed.

CAN WE EXPECT ANY TEAM-UPS WITH OTHER BOOKS OR CROSSOVERS ANY TIME SOON?

The Dragon book is fairly well thought out at this point in terms of where it's going. The first group of issues deal with the formation of Freak Force and that story line introduces a lot of new Image characters. Nothing is set in stone at this point and I'm trying to keep things fairly flexible to accommodate other creators if they want to collaborate. I know Todd would like to do a Dragon/Spawn team up and I'd like to do that too if we can find a place in both of our books' schedules that that can happen. I'd like to use Pitt or CyberForce 'cause they're so darn cool.

In the immediate future, the Dragon will be meeting the Teenage Mutant Ninja Turtles in Savage Dragon #21 These will be the cool bad ass Turtles from their regular comics not the pizza-eating, "cowabunga, dude", cartoon turtles so, they'll fit in just fine.

MANY READERS HAVE BEEN FRUSTRATED WITH IMAGE BECAUSE OF DELAYED BOOKS. WHAT STEPS HAVE YOU TAKEN TO MAKE SURE THAT THE SAVAGE DRAGON WILL BE ON TIME FROM NOW ON?

When we started Image, we really had no idea what we were getting into; we just weren't prepared. Before we didn't have to check the color separations and lettering errors and text page misspellings and placing ads; so all of a sudden, as creators, we have to sweat all the details and coordinate everything ourselves! It was a lot of work to say the least.

I've hired an assistant to help me out with the smaller details like filling in blacks, running around, going to pick up stuff at the art story, buying bagels and crap like that. I'm also a lot more used to what I have to do to get things to the printer on time. The Dragon will be a consistent monthly book and I'm going to try my darndest to realize that goal. Also, I've written a few short back-up stories featuring characters that don't ordinarily get as much play in the lead stories such as Star, Mighty Man and Rapture and they'll allow me to keep the book coming out regularly.

LET'S GET BACK TO THE ONGOING SAVAGE DRAGON SERIES. YOU'VE INTRODUCED A LOT OF SUPPORTING CHARACTERS IN THE MINI-SERIES, CAN YOU SHARE YOUR PLANS FOR THOSE CHARACTERS?

We'll be seeing a lot of Frank and how his relationship with the Dragon deteriorates because of the Vicious Circle's manipulation. I've got a lot of plans for Frank, the plot with the Vicious Circle will probably be dealt with one way or another in the first half dozen issues or so.

Debbie Harris and her mother will continue to be a presence in both the trade paperback and the new series.

I'm looking forward to developing the relationship between female officer Alex Wilde and the Dragon. They have a certain rapport that I enjoy writing and I'm looking forward to getting in to her head more in upcoming issues. When I start off the new series the Dragon is overworked and stressed out and Alex tries to lift him out of the dumps.

There will also be a lot of stuff with other cops on the force and there are a lot of characters that have yet to be introduced.

The big problem the Dragon has with people is that they are always in physical danger because he is a marked man. The worst of it is the people who want to kill him wouldn't mind killing his friends to get to him, so the friends the Dragon has are very good friends or just plain stupid. This is putting him in a position where he feels that he can't get close to people for fear of them getting hurt.

WILL WE BE FINDING OUT THE ORIGIN OF THE DRAGON?

You'll just have to keep reading to find out the answer to that one.

UNION

INTERVIEW WITH MIKE HEISLER

By Sandy Warchol

WHAT CAN YOU TELL US ABOUT UNION?

First off, despite what it might sound like, Union is the name of a single character. He's a soldier from another world who's been fighting in a civil war that's been going on for over 75 years. He comes to our world totally by accident, and the basic story-line of the four-issue mini-series deals with a bunch of events that cause him to decide to remain on Earth as one of its super-powered protectors.

SUCH AS?

Well, I don't want to go into too much detail because then I won't have any surprises saved for the book! Let's just say that his motivation to stay here and be a good guy springs mostly from guilt...which is something I want to explore as far as possible. I think that all of us have done something stupid or hurtful that we've come to regret — I know I have, anyway — and sometimes it's such a bad thing that we feel an overwhelming need to be forgiven, or to redeem ourselves. Well, Union does something stupid in a big way. He wants to make up for it by pledging his services to the people of our world. The question is, is that enough? And is it appropriate for him, no matter how guilty he feels, to be the one who decides how he's going to make up for his mistake? In other words, is community service better than hard time in this instance, or should he be in prison for the rest of his life?

DOESN'T SOUND LIKE THE MOST UPBEAT OF CHARACTERS.

Actually, it's only because he has a very optimistic and idealistic outlook that he's at all able to pull this off. I think most people would be emotional wrecks after what happens to Union in this mini-series. But I don't want to give the impression that this is going to some somber psychodrama. There'll be plenty of scenes of people beating each other up (laughs).

GLAD TO HEAR IT. WHAT ABOUT THE OTHER CHARACTERS?

There's one other main character, and that's Jill Monroe, the young woman who finds Union when he literally crashes onto our planet, and helps to nurse him back to health. Jill's a real no-nonsense, down-to-earth girl who's constantly reminding Union how things work in the real world. She's the voice of reason that he needs in order to adapt to our world.

As for supporting characters, StormWatch will be guest-starring in the first issue. In the second issue will be a super-speed villain named The Quickness, and the third issue will feature the ultimate mad scientist type, Mnemo. Wait till you see this guy. He hasn't even been designed yet, but I know he's going to be great.

THAT BRINGS UP ANOTHER POINT. I UNDERSTAND YOU'VE CO-CREATED THIS BOOK WITH JIM LEE?

Yeah, and so far it's been a real satisfying collaboration. While the basics — and I do mean basics — of the character and the story were mine, Jim did all the character designs, and in doing so, gave me a bunch of new ideas that I was able to incorporate into each character. For example, way back when we were first discussing union, I suggested that he use some kind of a staff as a weapon. Jim came back the new day with a drawing of Union with an energy staff, which, Jim explained, would be stored in a bio-mechanical implant on Union's chest. And the power contained in each soldier's implant would vary according to their rank. And I was like, yeah, and then...but that's none of your business (laughs). Read the book, you'll find out.

SO WHO'S THE ARTIST ON UNION?

It's Mark Texeira, whom I'm very happy to be working with. I've known Tex for a few years now, back from when we were both working on Ghost Rider. Since then he's gone on to become one of the hottest artists in the business, while I have pursued a career of relative obscurity (laughs). What I wanted was someone who could dramatically portray a powerful, larger-than-life character, and Tex is as close to perfect as I could have without doing it myself...well, what am I saying, Tex is far more perfect than me doing it myself (laughs).

There will be a Union #0 after the mini-series is over that will take place on Union's home-world, and for that Jim and I wanted an artist with a style 180 degrees away from Tex's, just so that the reader could tell from the opening page how drastically different this story is going to be. Right now I can't say who that will be, if only because we haven't figured it out ourselves yet. We have narrowed it down to two guys, both of whom are terrific artists, and either of whom would be perfect for the story. Maybe we'll just ask each of them to draw alternating pages.

And then at some point down the road I'll write a story with so many new characters for Jim to design that he'll just give up and draw the thing himself.

DOWN THE ROAD? DOES THAT MEAN THERE WILL BE MORE THAN A MINI-SERIES?

Well, hopefully, there will be a regular series sometime after Union #0. I've got a bunch of ideas for future storylines, one of them involving Union's natural archenemy from his own world, who will actually make his first appearance in the Image Universe before Union #1. And then I'd like to do an extended cross-over with Supreme. I figure that these two guys are the most powerful superbeings on Earth, with Union being a nice guy and Supreme being a not-terribly-nice guy, so inevitably there's going to be some kind of confrontation. I haven't talked to Rob (Liefeld) about this, though, so I may end up having to do that story with Megaton Man. Which might be pretty cool, now that I think of it (laughs).

YOU'VE BEEN LETTERING COMICS FOR ALMOST SIX YEARS. WHY START WRITING NOW?

It's largely because of encouragement from Jim and Marc Silvestri. I kept sticking my nose into editorial matters while working on WildC.A.T.S. and Cyberforce, and each of them have been pushing me to develop my own stuff, at least so that I would shut up and leave them alone. So far I'm really enjoying it, and I hope to develop some other ideas and write more stuff. Although after the first issue of Union, the readers may demand that I write less. And that's why I haven't yet given up lettering any Image books (laughs). So we'll see what happens.

SAVAGE DRAGON #1

$1.95
Color.
Erik Larsen

SAVAGE DRAGON #1 introduces *Barbaric* and *Ricochet,* two new superheroes who will later join *Freak Force,* a new superteam that is being formed to help *The Dragon* as part of the *Chicago Police Department. The Dragon* is shattered by the events in IMAGE COMICS #0 and his mentor *Frank Darling* is being manipulated by the *Vicious Circle's* leader, *Overlord* into misdirecting *The Dragon's* actions. *The Dragon* is coming unglued. he's become increasingly violent and brutal as the pressures get to him. Enter the shrew, a maniacal bad-ass who's been ripping people to pieces. What follows, ain't pretty.

UNION #1

$2.50
Color.
Lee/Heisler/Chiodo

Union, the newest superstar in the Image Universe, lands on Earth in the first installment of a four-part limited series. The Justice Stone he carries makes him one of the most powerful beings on the planet, but it's his sense of moral responsibility and righteousness that makes him one of the most noble. This issue guest-stars the superteam Storm watch who want to know just who Union is — and, more importantly, what his connection is to the villain Regent.

SHAMAN'S TEARS #2

$2.50
Color:
Grell/Gold/Chiodo/
Snoddy/Hayne

YOU CAN JUDGE THIS BOOK BY IT'S COVER! SHAMAN'S TEARS™ #2 features the first double gatefold, double poster cover in comics, printed on extra heavy 70lb stock. Eight fold-out panels, eight times the size, eight times the art, eight times the raw power... times two because the inside cover features a Rogues Gallery poster of the group known as *The Blood*™ Bar Sinister™. And that's just the beginning. Inside *Joshua Brand*™ flees a troubled past only to run headlong into his destiny. The power of *The Stalking Wolf*™ is unleashed in part two of "Warcry."

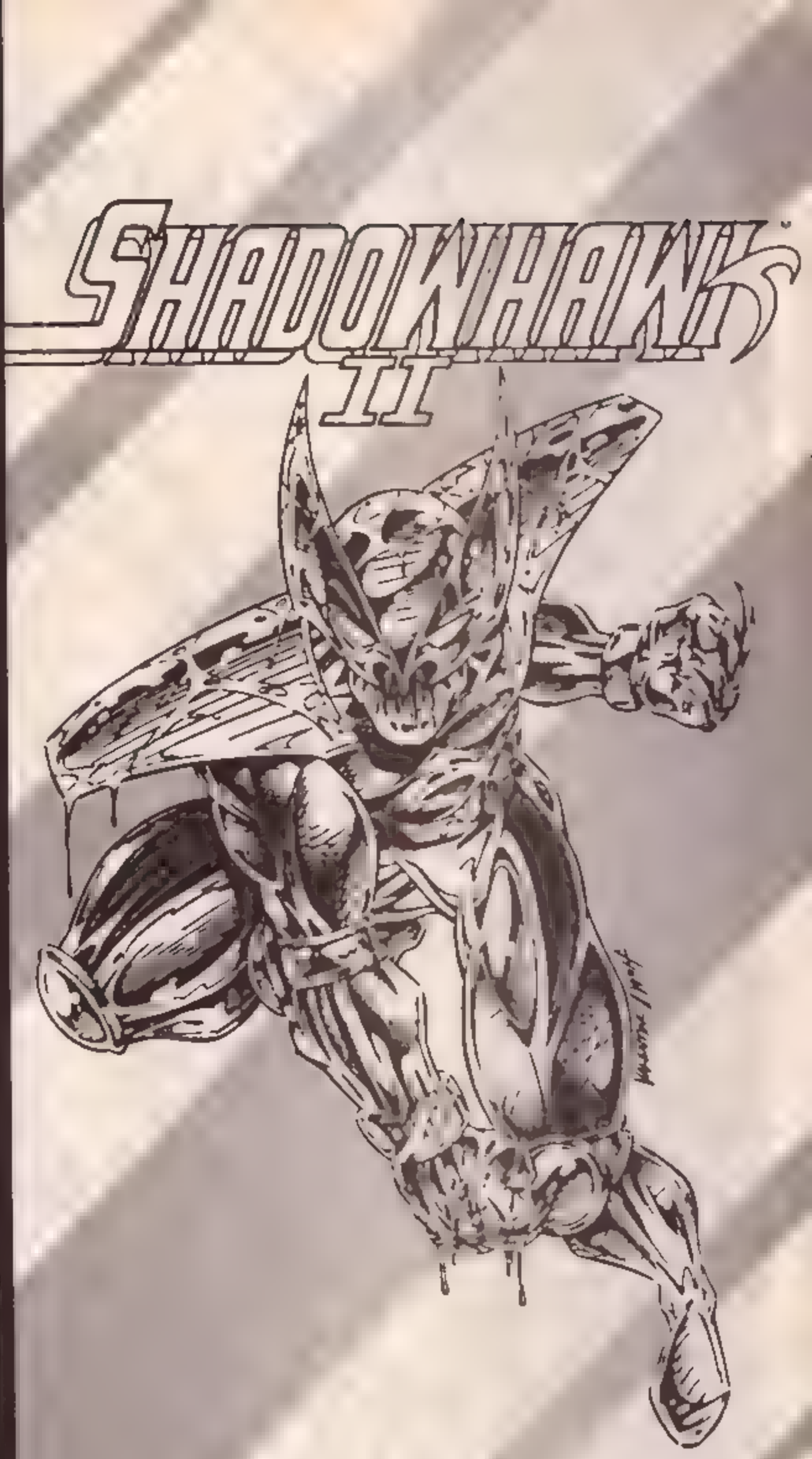
SHAMAN'S TEARS™

SHADOWHAWK II #2

THE SECRET REVEALED

$1.95
Color
Jim Valentino/
Chance Wolf

Shadowhawk comes face to face with the copycat killer that's been stalking the streets of New York—Hawk's Shadow—and reveals to him/herself to the reader for the first time, **HIS SECRET IDENTITY!!!** Then this issue will end one of the greatest mysteries of the Image Universe! This issue should be hot hot hot with collectors, if we were charging silver foil embossed logo! There's a special bonus, here we'll be a special gold embossed logo panel for every 100 books ordered. **SHADOWHAWK II #2** as hot as it gets!



BLOODSTRIKE #3

$1.95
Color.
Rob Liefeld/Dan Fraga/ Danny Miki

Part 4 of the Inaugural Blood Brothers story line featuring Brigade! It's the [illegible] chapter of the Blood Brothers [illegible] and Bloodstrike take on the new [illegible]

BRIGADE #3

BRIGADE™

$1.95
Color:
Eric Stephenson/
Marat Mychaels/
Norm Rapmund
Cover by Mychaels
& Perez.

Part 5 of the five-part Blood Brother storyline featuring Bloodstrike! This is it! The final confrontation between Brigade and Bloodstrike as brothers Battlestone and Cabbor go head-to-head in an electrifying rematch that will change the fate of both teams forever!

YOUNGBLOOD: STRIKEFILE #4

$2.95
Color. (of 4)
Rob Liefeld/
Jeff Matsuda

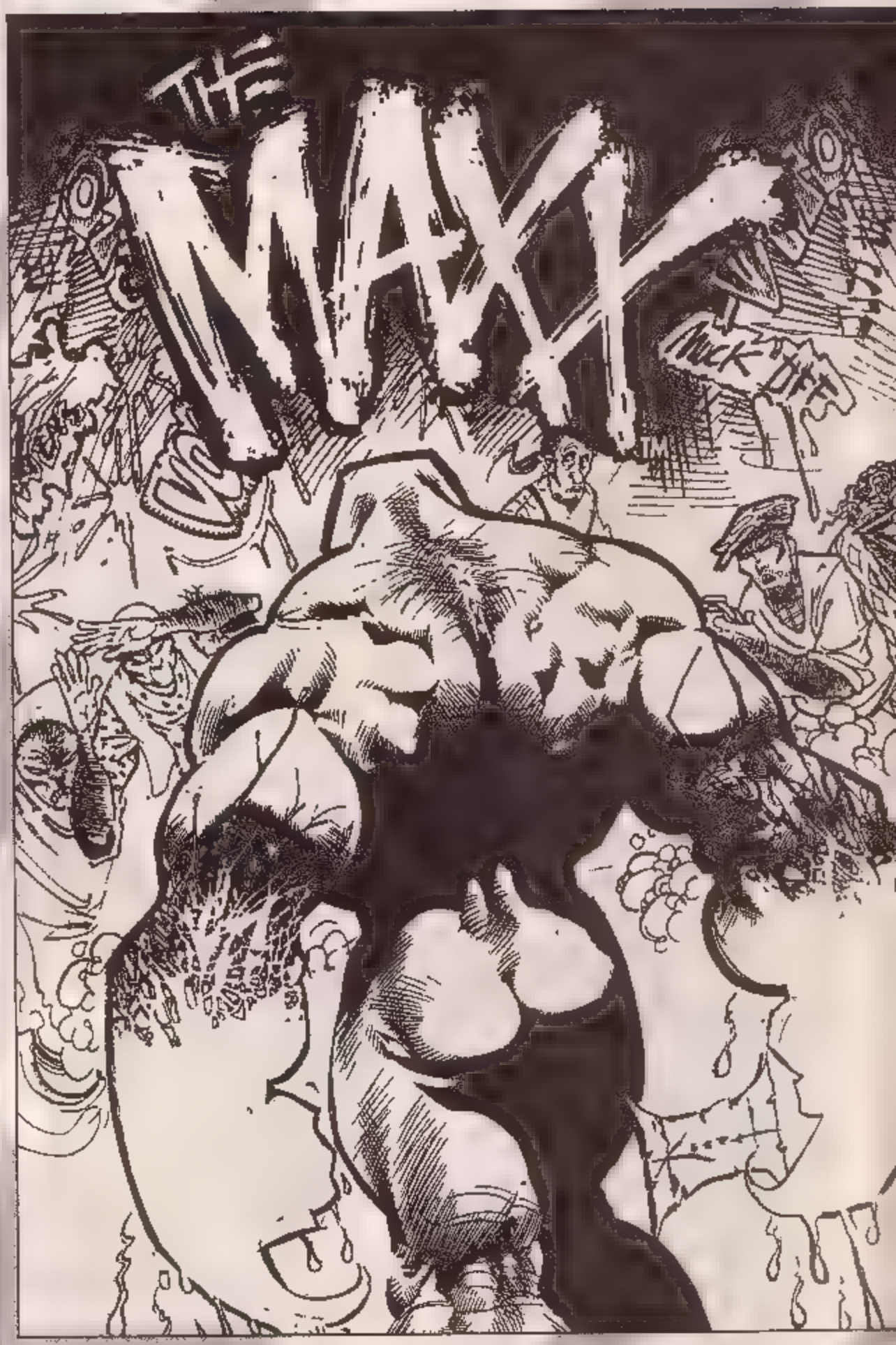
FIRST–EVER EMBOSSED URTH STOCK COVER!

From the pages of SPAWN: *Overkill returns!* And Bedrock, Diehard and Shaft face-off with the deadly cyborg assassin in an all-out battle of gold dynamic proportions!

MAXX #4

$1.95
Color,
Sam Kieth/William Messner-Loebs

THE MAXX of the dream time starts to show up in some disturbing places in the "real" world. First the claws that Maxx remembers as "lava-coated" in his flashbacks become real. And as if feeling your arms dripping with burning lava isn't bad enough, the police are starting to catch up with all the dead thugs Maxx is leaving all over town. Now, all that's left is to convince Julia that she's dreaming all this new york city stuff, and that she and Maxx are really just hangin' out in the outback of Australia. She'll come around.



TRIBE #4

$1.95
Color
Johnson/Stroman

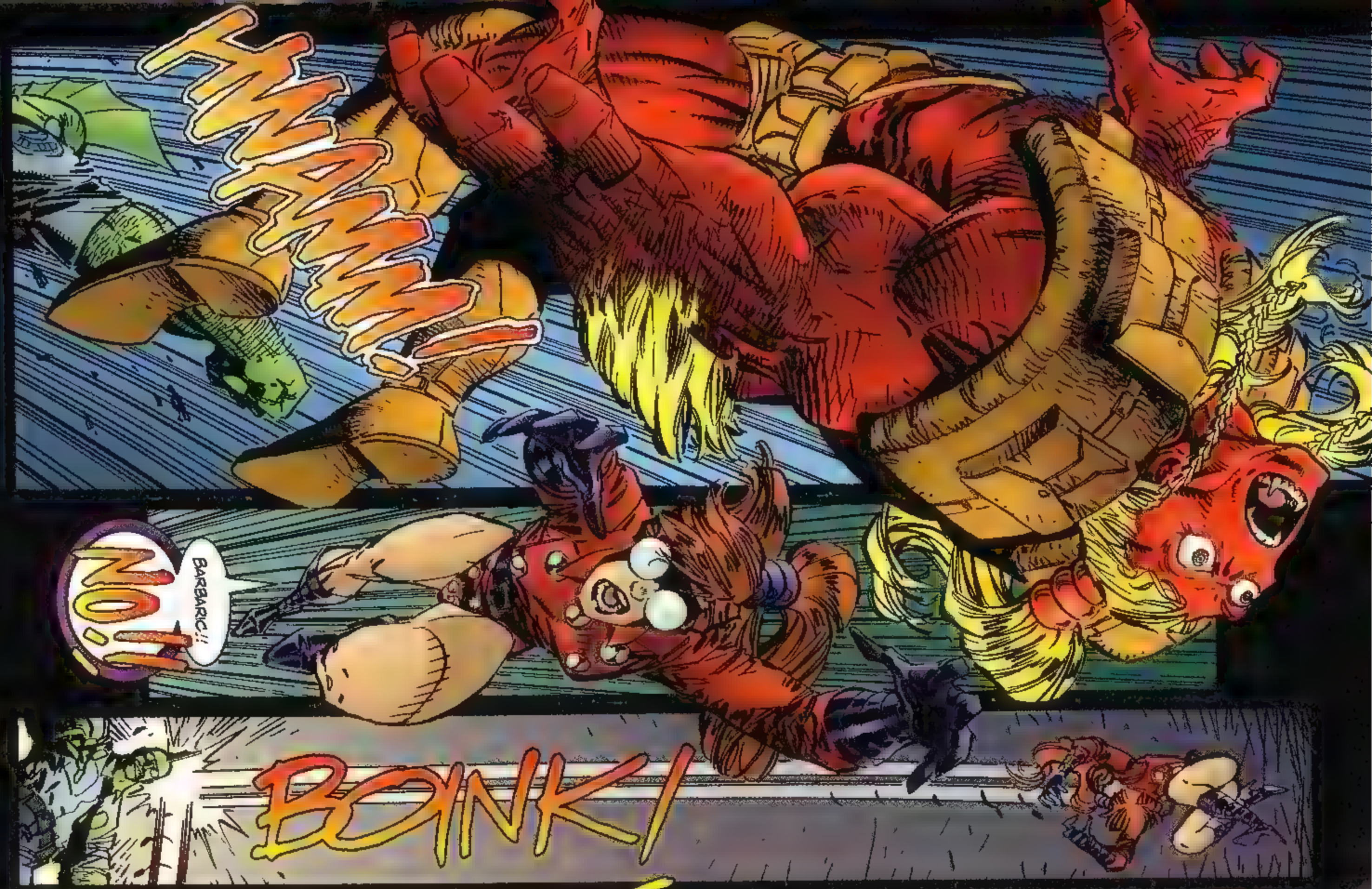
Tribe vs. providence in an all-out battle. A core member sacrifices himself for the team. And Roslyn's stunning secret is revealed.

J'M LEE

HEY, BEAUTIFUL...

...MIND IF I CUT IN?

AAAA


THUD!
NO!
BARBARIC!!
BONK!

DOOM'S IV™

ROB LIEFELD • MARK PACELLA

JUNE '93

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INSIDE IMAGE

JUNE 1993
ISSUE #4

Silvestri &
Simonson
Team Up for
Cyberforce!

DEATHMATE

THEIR LOVE WILL END ALL TIME!

- Bob Layton
- Jim Lee
- Rob Liefeld
- Joe Quesada
- Marc Silvestri
- Scott Williams
- Barry Windsor-Smith
- and many more!

Six Deluxe Books Shipping Throughout the Summer.

VALIANT

Image

THE BIGGEST CROSS-OVER EVENT IN THE HISTORY OF COMICS!!

INSIDE

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MARC SILVESTRI/WALT SIMONSON
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INTERVIEW:
ROB LIEFELD: DOOM'S IV
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TRENCHER #2 P. 9
DEATHBLOW #3 P. 10
1963 #3 P. 11
PHANTOM FORCE #3 P. 12
SPAWN #14 P. 13
SUPREME #8 P. 14

ASK IMAGE P. 15-16

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Walt Simonson.

Editor: Tony Lobito

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Designed and produced by Kathy Murray

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CYBERFORCE #0™

An interview with CYBERFORCE creator Marc Silvestri and artist extraordinaire Walt Simonson.

BY CYNTHIA SULLIVAN

IMAGE: Mr. Silvestri, why did you choose to do a #0 issue of CYBERFORCE?

MARC: I wanted to extend the miniseries so that we could include a prequel explaining a little bit more in depth what CYBERFORCE is really all about, while adding more character development. Not to mention the fact it gave me a perfect excuse to work with Walt Simonson.

IMAGE: Can you give us any hints?

MARC: Well, in this issue we delve into a mysterious connection between CYBERFORCE and Jim Lee's WILDC.A.T.S. A connection that will stem through both titles' regular monthly series which will be explored in issues two and three of both series. And also, we'll get our first look at Jim Lee's other creation, STORMWATCH. It's actually the original STORMWATCH. This will be your first chance to see

where STORMWATCH really came from.

IMAGE: Why did you ask Walt Simonson to work on CYBERFORCE #0?

MARC: Walt is someone whom I've been greatly influenced by, and someone that many professionals and fans alike have greatly admired for his dynamic storytelling and his spectacular, imaginative artistry through the years.

IMAGE: How are you involved with this issue?

MARC: I worked out the plot with my brother Eric. To make sure the continuity is held together, I will also be performing editorial duties with the regular CYBERFORCE editor Cynthia Sullivan

IMAGE: Are you planning a special cover or promotion?

MARC: We're going to have a wrap-around cover. Did I mention that the insides are special too?

WALT SIMONSON

IMAGE: Walt, tell us some of the works you're best known for.

WALT: FANTASTIC FOUR, X-FACTOR (with wife Louise), THOR for Marvel. I did a ROBO-COP VS. TERMINATOR mini-series with Frank Miller.

IMAGE: You're a famous artist, a legend even. Why'd you choose to do a CYBERFORCE special?

WALT: I d'd it because Marc asked me. This follows the Lynn Varley Theorem, "If you don't ask, the answer is always NO." I've always been a big fan of Marc's stuff. I remember looking at his work on KING CONAN and saying, "Hey, this guy isn't half bad." I don't usually pick up on people's early work. So I kept track of what he was doing. I'm really glad he's doing this other stuff. I figured, hey, I'll take a shot at it, it'll be fun to do.

IMAGE: You're scripting, penciling, and inking this issue. How are you doing it, Walt?

WALT: With two left feet, a ruler and my word processor. I think that's how it's going to work out! I'm going to have to remember the stuff I used to do when I had a real job and did monthly books on a regular basis. They say it's like a bicycle, once you've learned, you never forget how. And I'm gonna prove it!

IMAGE: What can you tell us about this issue of CYBERFORCE?

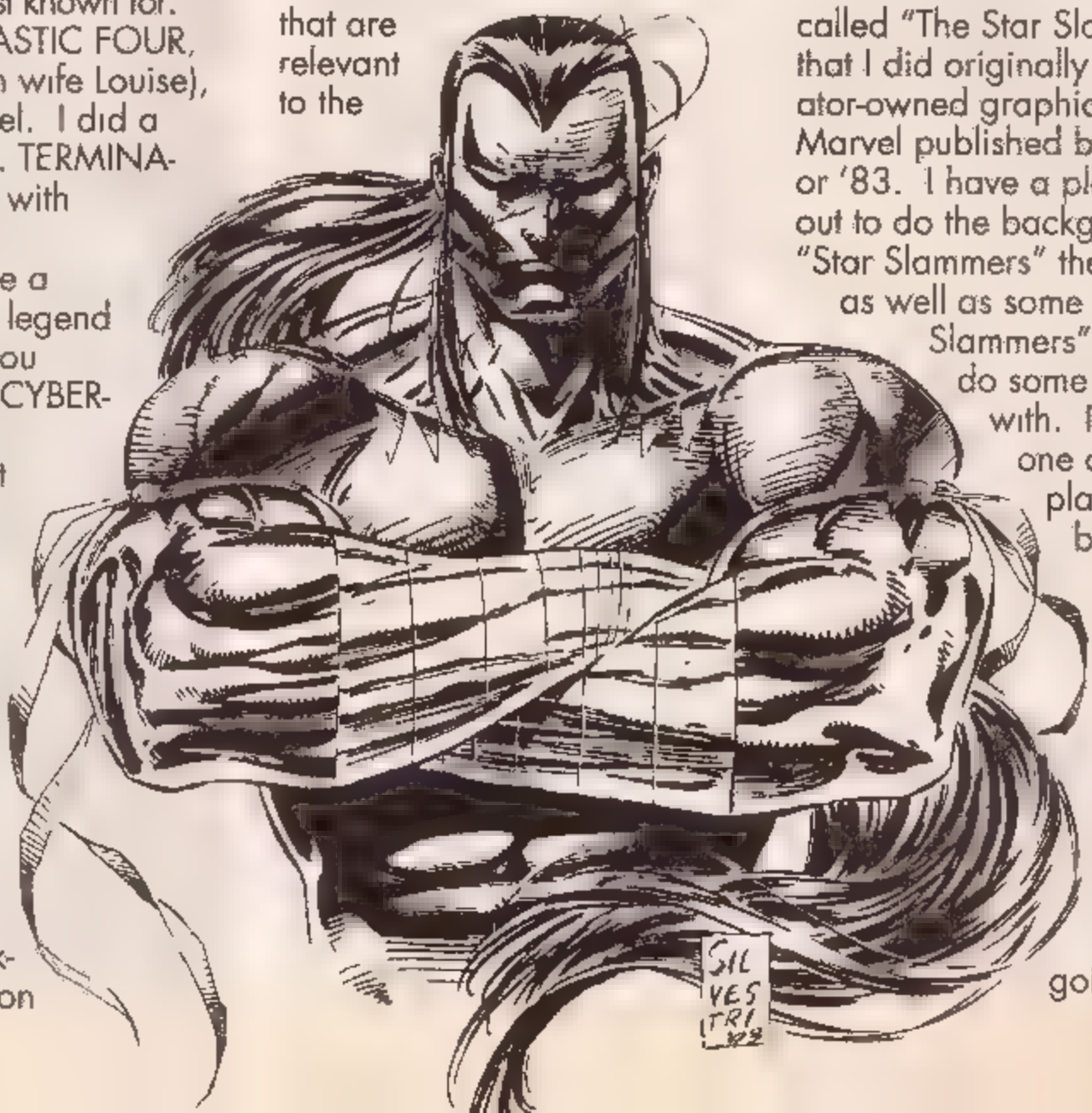
WALT: At the moment, what I have of course is the plot. Since it's a #0 issue, Marc is going back and explaining some stuff and making some discoveries that are relevant to the team. Not quite how they came to be, but part of the background that made them what they are. I think there are obviously other stories that can be told as well about the early days. But this is a first crack at going back and making some important discoveries about how they were manipulated.

IMAGE: What's it like working with someone who's been greatly influenced by your work?

WALT: I've never thought about it really. We haven't really discussed it in those terms exactly. I'm sort of flabbergasted to find it out now! I guess I just mostly try to ignore it as much as possible. Most of my career I've been pretty successful at that, so it hasn't really affected the teamwork I've had with people on either end. Marc who?

IMAGE: Do you have any plans for an Image project?

WALT: Not in so many words at the moment. What I have plans for is to do a limited series of some characters called "The Star Slammers" that I did originally for a creator-owned graphic novel that Marvel published back in '82 or '83. I have a plot worked out to do the background of "Star Slammers" themselves, as well as some new "Star Slammers" I want to do some stories with. Image is one of the places I've been talking to. Right now it's definitely a project I'm going to do - I'm just not sure where its home is going to be!



ROB LIEFELD:

WHY DON'T WE START WITH A LITTLE BACKGROUND ON THE CHARACTERS AND SITUATIONS IN DOOM'S IV.

Well, basically, Doom's IV tells the story of four individuals who come together as the result of a cover-up operation implemented by this corporation called Doom Corp. As the book opens, Doom Corp. has managed to change the course of a huge meteorite that's on a collision course with earth and put it into orbit around the earth so that it can be researched and mined for alternative energy resources. Doom Corp. sends an expedition up to carry out this mission and ends up building a space station to oversee the whole operation. That station is called Doom's IV. While the research and mining crews are up there, though, something goes terribly wrong. I don't want to say exactly what happens, because I think that would take away from some of the story's excitement, but I will tel you that Doom Corp. realizes what's happened before anyone else and is determined to keep it quiet As a result, a number of people are killed in what is made to look like an accidental catastrophe. The ones who survive, however, go on to play major roles in the story.

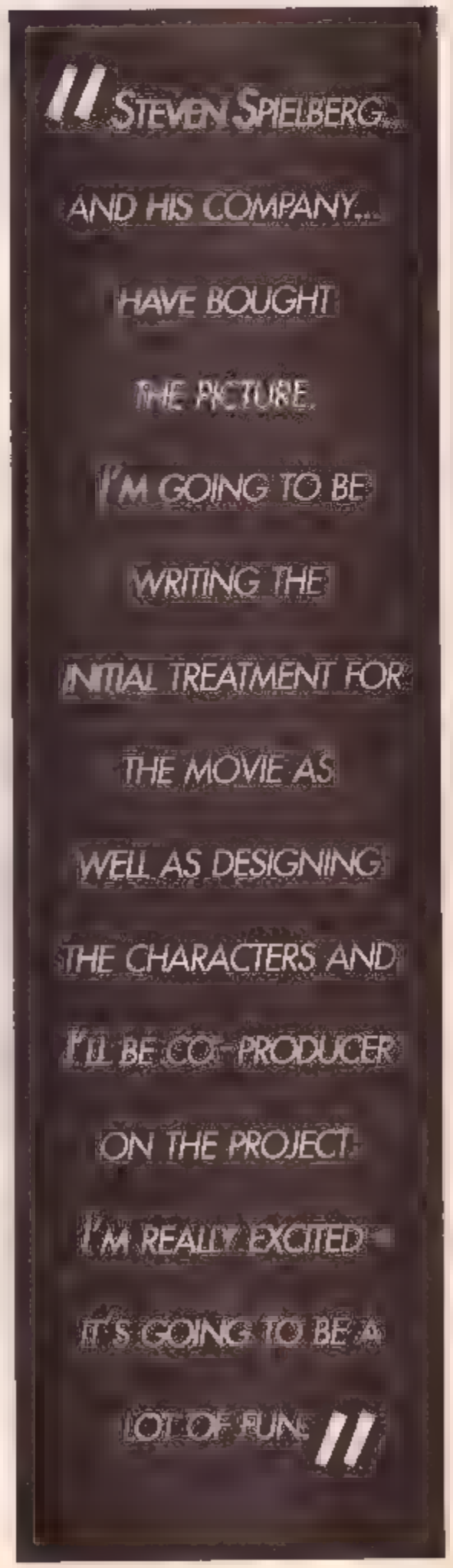
WHAT CAN YOU TELL US ABOUT THE CHARACTERS?

First off, three peop e survive Doom Corp's cover-up attempt - two men and a woman

When they return to earth, they're initially welcomed as heroes, because as far as anyone knows, they've just walked out of one of the single greatest disasters in history. Surviving the Doom's IV disaster would be on par with surviving the destruction of the space shuttle Challenger or something of that nature - it's a very big deal.

Anyway, Upon their return to earth, the Doom's IV survivors - Rich Walters, Kate McClelland and Jason Vanderveer - are immediately rushed to a press conference to address the media. As the press conference begins to get underway, however, all three of them begin to change in different ways. Rich mutates into a man of stone, capable of transforming himself into everything from quicksand to clay to granite, Kate's body suddenly begins to radiate intense heat and Jason becomes a ghost-like figure, unable to solidify his body. The crowd at the press conference is shocked and horrified by this transformation and the representatives from Doom Corp. are forced to take the three of them into protective custody.

Something I should probably point out here is that these guys don't just jump into using their new abilities. Part of the fun of this book is going to be watching these characters


"STEVEN SPIELBERG AND HIS COMPANY... HAVE BOUGHT THE PICTURE. I'M GOING TO BE WRITING THE INITIAL TREATMENT FOR THE MOVIE AS WELL AS DESIGNING THE CHARACTERS AND I'LL BE CO-PRODUCER ON THE PROJECT. I'M REALLY EXCITED IT'S GOING TO BE A LOT OF FUN."

Doom's IV™

INTERVIEW BY ERIC STEPHENSON

develop as they learn to overcome what they themselves see as pretty severe handicaps. Kate can't touch or be close to anybody because of the heat her body generates. Jason is in pretty much the same shape because he can't solidify his body and Rich is deathly afraid of how his two children are going to react to seeing their father in this grotesque new form. All of these characters are going to deal with their respective problems in different ways and I think it's going to be a lot of fun to watch what happens along the way.

WHO ARE SOME OF THE OTHER MAJOR PLAYERS IN THE BOOK?

There are two other characters and they both have pretty important roles in the book. One of them is the head of Doom Corp., a man called Burke. He's a real slimeball and he has a lot of back story to him that becomes increasingly more important as the story progresses. Basically, he's a man who has seen the future and is now making use of that knowledge in the most destructive fashion possible.

Opposite him, we've got a guy called Grimm. He's actually from the future and he's more or less taken it upon himself to come back and prevent Burke from screwing things up past the point of no return. Following the transformation of the Doom's IV survivors, Grimm basically steps in to help mobilize them into force against Doom Corp. He explains to them that they were set up, etc. and then goes about training them in the use of their powers. He sort of becomes the father figure of the team.

FROM WHAT I HEAR, YOU'VE REACHED AN AGREEMENT WITH STEVEN SPIELBERG TO MAKE DOOM'S IV INTO A MOVIE. IS THAT GOING TO HAPPEN?

Yeah, that's the way it looks. I've had a chance to meet with Steven Spielberg a number of times and there's a lot of excitement about this project on both sides. He and his company, Amblin, have bought the picture. I'm going to be writing the initial treatment for the movie as well as designing the characters and I'll be co-producer on the project. I'm really excited - it's going to be a lot of fun. I'm a huge fan of his films, so it's a real blast to be working with him on this.

GETTING BACK TO THE COMIC, I SEE THAT MARK PACELLA IS GOING TO BE PENCILING THE BOOK. ARE YOU DOING TO BE DOING PAGE LAYOUTS ALA BLOODSTRIKE?

Pretty much, yeah. That worked out on Bloodstrike real well for both Dan (Fraga) and myself, so it should go pretty smoothly with Mark on Doom's IV. Mark's a tremendously talented guy and I think he's going to just blow people away with his work on this book. He's also one of the most enthusiastic guys I've ever had the chance to work with - he's into this one-hundred percent and I think it's really going to be apparent when people pick the book up.

IS DOOM'S IV GOING TO BE PART OF THE IMAGE UNIVERSE?

Oh yeah, definitely. The way it works out right now is that the whole thing is taking place around the same period of time Prophet comes from, so there's an obvious tie-in right there. Prophet has a relationship with Youngblood and the Berzerkers, so there's nothing stopping us from doing a story that crosses Doom's IV over with some of the other characters.

CYBER-FORCE #0

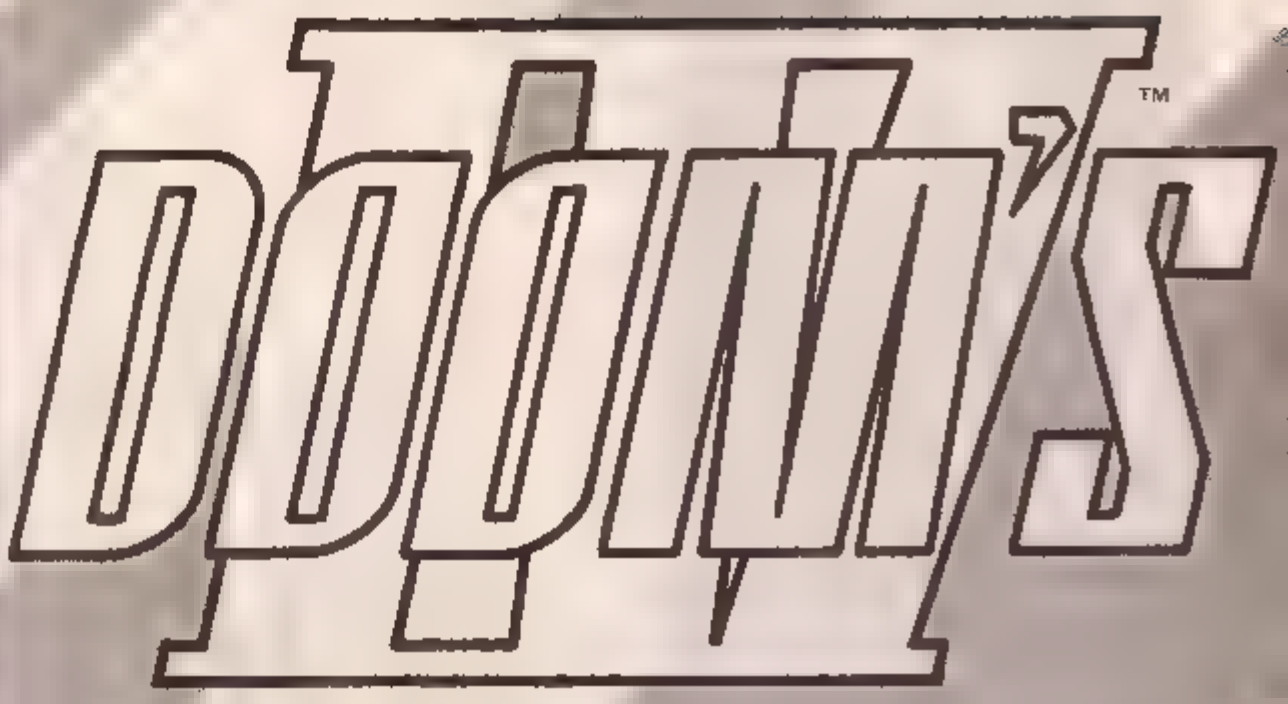
$1.95
Color
Silvestri/Simonson

Showcasing the legendary talents of Walt Simonson, this special issue of CYBERFORCE will bridge the mini-series with the all new monthly series! This origin book will delve into the background of CYBERFORCE as well as reveal a mysterious connection with Jim Lee's WILDCATS!!

DOOM'S IV #1

$2.50
Color.
Rob Liefeld/
Mark Pacella

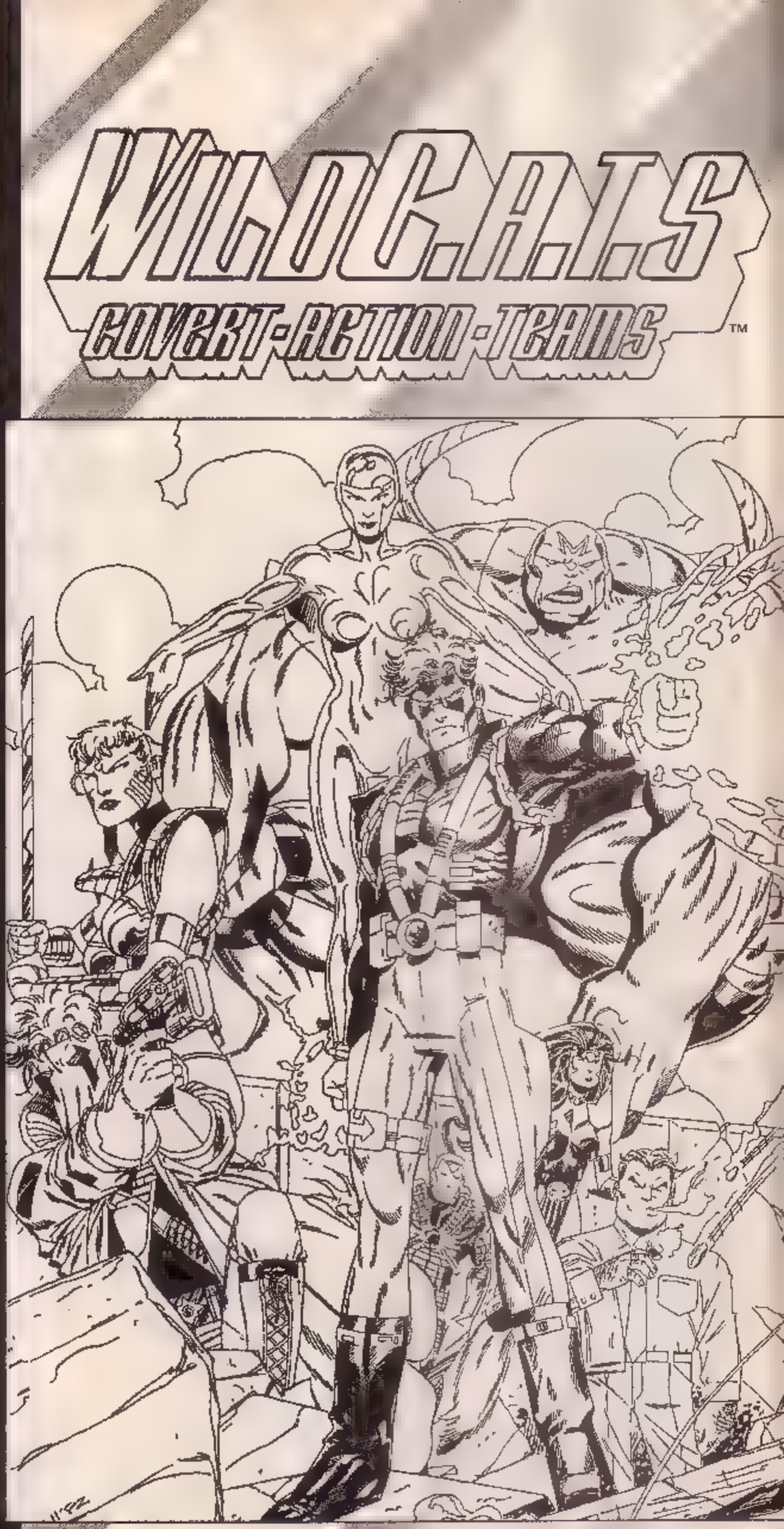
When the Doom Corporation learns that the members of the Doom IV expedition have been contaminated by a potentially deadly virus, the stage is set for action as three people call home to a research outpost only to find astrous consequences. Transformed into something much more than human, the three are aided by the mysterious man called Grimm as they are propelled into an all-out confrontation with Doom Corp! Not to be missed!



WILD C.A.T.S SOURCEBOOK #1

$2.50
Color:
Lee/Choi/Bridges/Scott

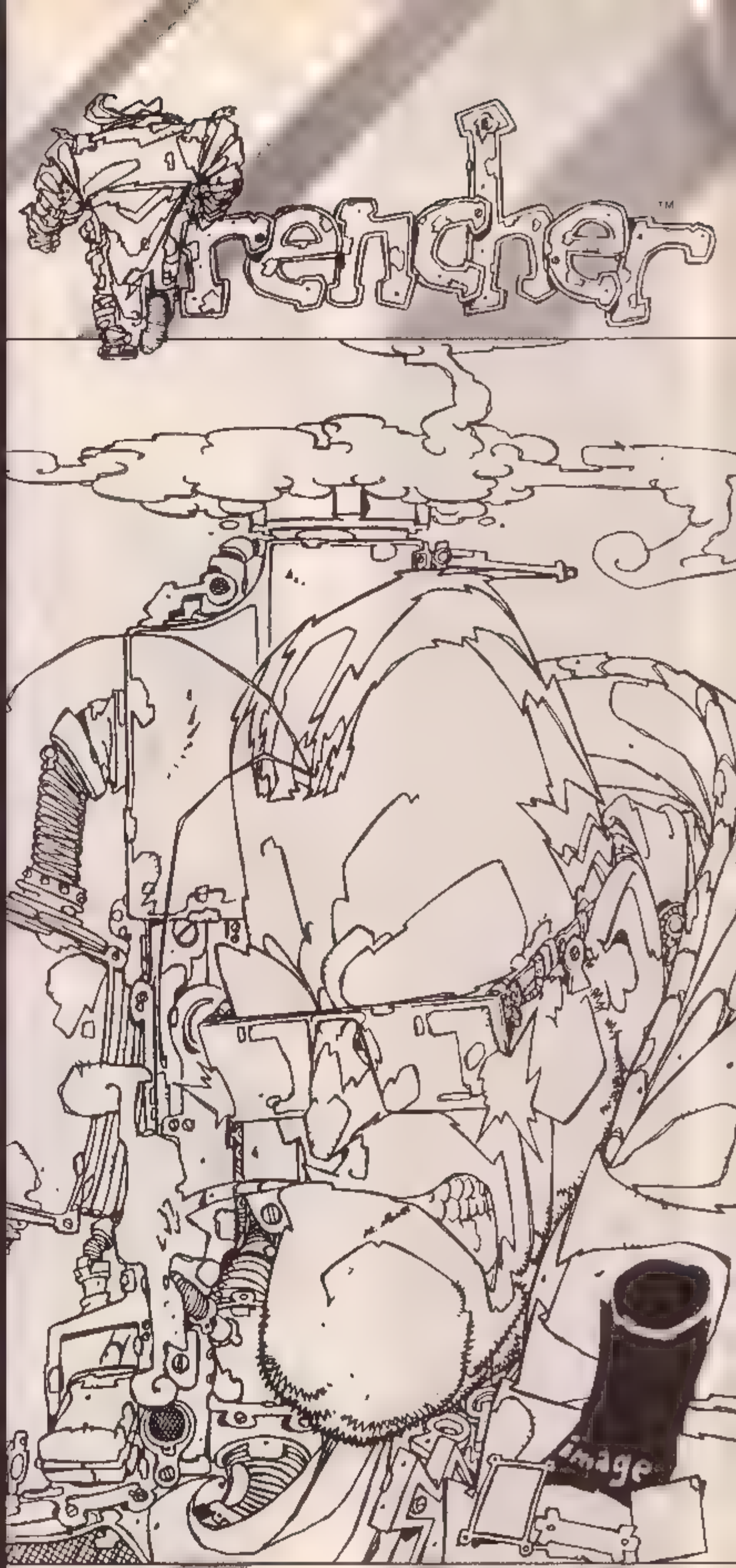
Here it is! The "bible" for the WILDC.A.T.S. universe! Get the inside scoop on Spartan and what makes Emp's ultimate warrior tick. See the top secret blueprints of MIRV and get the low down on its performance specs as well as Emp's other equipment at his headquarters, HALO. Learn about the ancient forgotten histories of the Kherubim, the Daemonites and the deadly Coda. Find out more about International Operations and it's role in the WILDC.A.T.S Universe. Most important of all, however, discover more about Image's hottest heroes, the WILDC.A.T.S!



TRENCHER #2

$1.95
Color.
Keith Giffen

[illegible] thinking about it!



DEATHBLOW #3

$2.50
Color:
Lee/Choi/Chiodo/Heisler

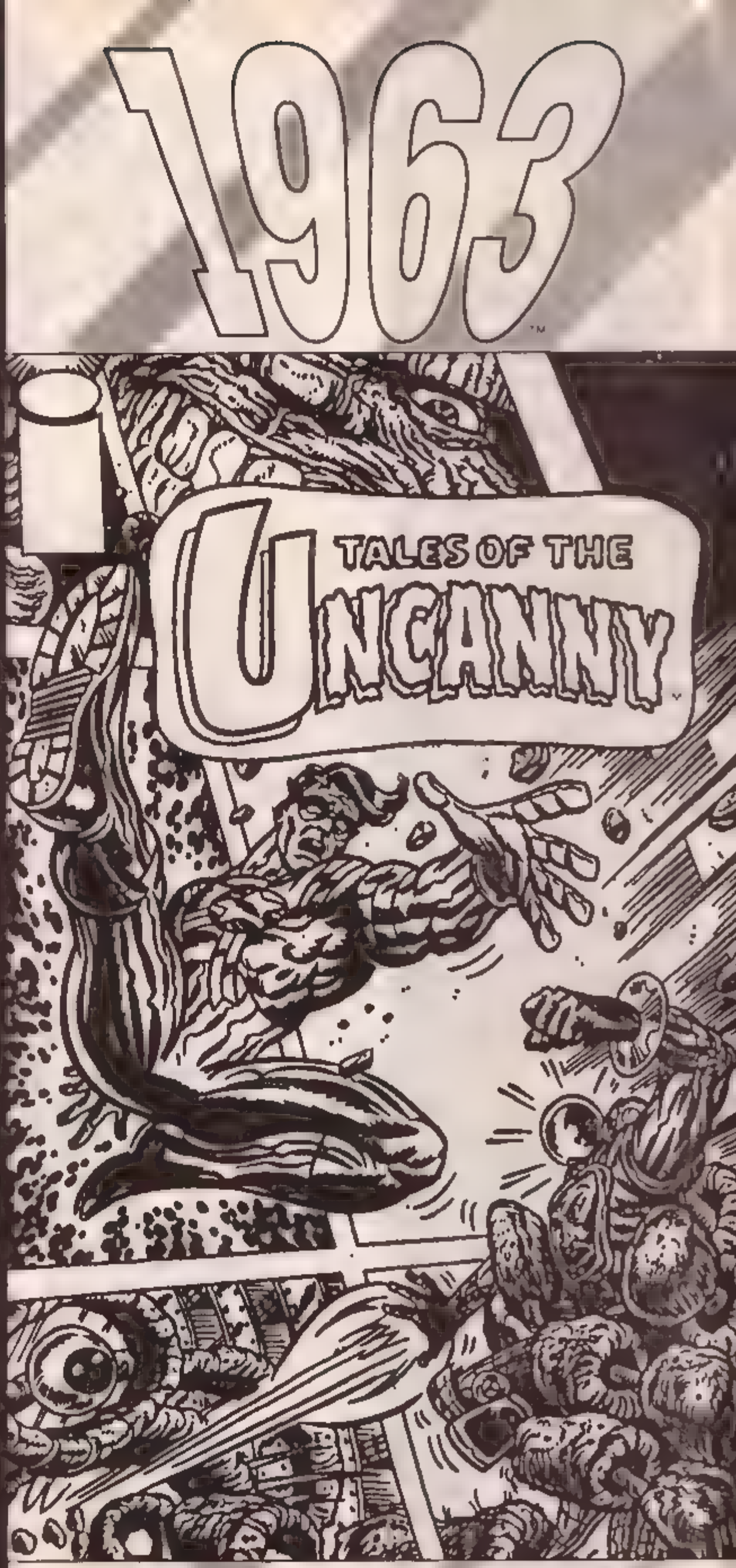
Cray has returned from the mission and all is not well. Not only do the nightmares continue to plague Cray, but he learns that his illness is killing him even faster than he feared. In Philadelphia, the media tries to track down Jeremy, the Miracle Boy, despite the best efforts of Sister Mary to shelter the little boy. Meanwhile, in the hallowed hallways of the Vatican, an ancient and secret Council convenes to discuss the implications of the recent events in Iraq with the destruction of the penitentiary. And if this weren't enough, the Anti-Christ roams the Earth once more and he's looking to stir up some trouble!

1963 #3

TALES OF THE UNCANNY

$1.95
Color
Moore/Veitch/Bisette/
Simpson/Brown

It's a doubleheader! Some
real special spooking and
more, but two stories stand
First up is the piece
U.S.A. Ultimate secret
Agent Hex is [illegible]
at will the power to [illegible]
the insidious *Red Brain*!
But will he be a match to
save the President? Up is
"Double Deal" in Dallas!
Next is the banker [illegible]
the strangest heroes from
all — "Beyond Human"
and "The Hypernaut" [illegible]
he-man machine [illegible]
mysterious melding of
the two?



PHANTOM FORCE #3

$1.95
Color. (of 3)
Kirby/Liefeld/
Larsen/Thibodeaux/
Giffen/Ordway/
Gordon
Cover by Kirby
& Larsen.

As the PHANTOM FORCE saga draws to a close, the entire team is captured by Darkfire and his band of Star Slavers as they move forward with their plans for universal domination. Can the Phantom Force escape and save earth from impending doom? Find out in the conclusion of this epic mini-series from Jack "King" Kirby and Image Comics!

SPAWN #14

$1.95
Color.
Todd McFarlane

The return of the Violator, Image Comics' most fearsome foe recounts one of his first battles as Spawn plays a game of cat and mouse with the police. The Violator's appearance in this issue and next, lead into the Violator mini-series.

SUPREME #8

SUPREME™

$1.95
Color.
Rob Liefeld/
Brian Murray

His powers diminished from his battle with Khrome, Supreme armors up for the final confrontation with Grizlok.

ASK IMAGE

C/O Image Comics, P.O. Box 7071
Fullerton, California 92634

Dear Image,

Your inking, penciling, writing, and lettering are all fantastic! I believe that because of Image, there has been a rise in sales at independent companies. I would never have known about, much less collected Valiant, Dark Horse, or Eclipse. Image is the "Alice in Chains" of comics. (I hope Dale Keown reads this letter.) Would you please answer some of my questions:
1) Is Mark Texiera going to do a project for Image?
2) Why doesn't Wal-Mart sell Image?
3) Rob, did you pay for that haircut?

Dirk Fontenot
Ville Platte, LA

Well, Dirk, it looks like you're right! Sales of comics have increased over the last few months. We're glad to be a big part of it! Check out the Mike Heisler interview in this issue. You'll hear all about "Tex's" involvement with Image. Image prefers to support the dedicated comic book stores out there. And, as you can see, Wal-Mart just doesn't specialize in this area. I asked Rob about his hair...he says it just grows that way. Pretty cool, huh?

Dear Image,

Last September, I picked up an issue of Spawn. I was really impressed at the artwork of Mr. McFarlane. A short while after that, I started seeing more and more new Image Comics on the newsstand. I was equally impressed with them. Since then, I have bought new issues whenever possible. I am writing not only to complement you, but also to request a catalog of Image T-shirts, and posters. If such a catalog is available, please send it, I would be very grateful.

Marshall Larsen
Aurora, MN

Thanks Marshall. Complement accepted. At this time, there isn't an Image catalog. Occasionally, you'll see an order form for "stuff" more specific to a particular storyline or character in our books. Our promotional department is working on a batch of Image gear for all our faithful fans. So, keep your eyes open!

Dear Image,

A friend of mine told me that his father bought him stock in Image Comics and I would like to also. I am 13 years old. So, can you please send me some information?

Shawn Bakis
Baltimore, MD

Shawn, I admire your financial finesse! If Image had any stock to sell, you'd certainly be welcome to invest with us...BUT we are not a "public" corporation. This means that Image is privately owned and not a part of the stock market. Sorry.

Dear Image,

I eagerly await and look forward to all upcoming titles. You cannot imagine the joy and fulfillment you bring to your readers. Ya know this is my first letter to any comic book in my 12 years of comic-collecting! So put out your best, never look back. Leave all the disbelievers in the wind and reach for the sky! I'd like to

(continued next page)

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know how an "over-seas" person like me can join "Club Homage". I read the ad in "WILDC.A.T.S. and was ecstatic! Is there an overseas rate?

Andy Heng
Singapore

You're a poet Andy! Thanks for your letter. Homage does honor overseas subscriptions to their "Club Homage". The rate differs according to the country. But, I think you would be safe to tack on an additional 30% to the club fee of $5 per year. So, go ahead and send $6.50. This should cover the extra mailing costs.

Dear Image,

How can I go about submitting my awesome artwork to you? It is my dream to be a comic artist. Let me rephrase that...it is my dream to be an Image artist!

Joe Blow
Anywhere and
Everywhere

Well, Joe, you're not alone! Here at Image, we are familiar with your plea! Here's how you can send your submissions in. These are not only guidelines. They are "engraved in stone" rules.
1) Do not send original work. Please make photo copies.
2) Do not list the names or attributes of your own characters.
3) Do not include storylines or scripts.

When you submit art to Image, we forward copies on to our artists. It is then up to the artists and/or their studios to contact you if they are interested. Don't forget...Image only represents artists, we don't make their hiring decisions. This is what makes us so unique.